

CLAIMS

What is claimed is:

- 1 1. A method, comprising:
2 detecting the processing of a graphics application;
3 inspecting selective contents of a processor at intervals during the
4 processing;
5 dynamically presenting the selective contents to a display at the defined
6 intervals.

- 1 2. The method of claim 1 further comprising:
2 inspecting additional selective contents of a graphics driver at the intervals
3 during the processing; and
4 dynamically presenting the additional selective contents at the defined
5 intervals.

- 1 3. The method of claim 1 wherein inspecting further includes examining
2 hardware performance counters of the processor.

- 1 4. The method of claim 1 wherein inspecting further includes acquiring zone
2 rendering information as the selective contents.

- 1 5. The method of claim 1 wherein presenting further includes presenting
2 portions of the selective contents as a graphical bar which grows larger as more
3 activity is detected within the processor during the processing and which grows
4 smaller as less activity is detected with the processor during the processing.

- 1 6. The method of claim 1 wherein presenting further includes associating and
2 presenting labels with portions of the selective contents within a display window.

1 7. The method of claim 6 wherein associating and presenting further includes
2 presenting the labels as at least one of a total pixels rendered label, a polynomial
3 entering rendering label, and a polynomial entering a hard ware binner label.

1 8. A method, comprising:
2 retrieving performance data associated with a processing graphics
3 application;
4 dynamically updating a presentation of the retrieved performance data as the
5 graphics application processes.

1 9. The method of claim 8 wherein retrieving further includes determining a
2 period for retrieving the performance data based on a predefined period.

1 10. The method of claim 8 wherein periodically retrieving further includes
2 determining a period for retrieving the performance data based on at least one of a
3 randomly generated period and detection of an event.

1 11. The method of claim 8 wherein periodically retrieving further includes
2 inspecting memory associated with a processor and a graphics driver to retrieve the
3 performance data.

1 12. The method of claim 11 wherein periodically retrieving further includes
2 retrieving zone rendering information from the memory related to rendering a three-
3 dimensional image.

1 13. The method of claim 8 further comprising linking portions of the graphics
2 application to the processing of the method.

1 14. The method of claim 13 further comprising dynamically presenting the
2 presentation within a portion of a display that presents the graphics data of the
3 graphics application.

1 15. A system, comprising:
2 a graphics monitor; and
3 a graphics display interface, wherein the graphics monitor processes while a
4 graphics application processes and inspects selective contents of a processor at
5 intervals, and wherein the selective contents are communicated to the graphics
6 display interface to be dynamically presented at the intervals on a display.

1 16. The system of claim 15 wherein the graphics monitor also inspects
2 additional selective contents associated with a graphics driver and communicates the
3 additional selective contents to the graphics display interface where they are
4 dynamically and concurrently presented at the intervals on the display with the
5 selective contents.

1 17. The system of claim 15 wherein the selective contents are related to at least
2 one of zone-rendering information and double-data-rate synchronous dynamic
3 random access memory speed information.

1 18. The system of claim 15 wherein the graphics display interface presents the
2 selective contents within a graphic window of the display.

1 19. The system of claim 18 where the graphic window is overlaid on one or
2 more additional windows which are presented as a result of the processing graphics
3 application within the display.

1 20. A machine accessible medium having associated instructions, which when
2 accessed, results in a machine performing:
3 monitoring performance data associated with a processing graphics
4 application; and
5 dynamically updating a presentation of the performance data on a display at
6 periodic intervals.

1 21. The medium of claim 20 wherein the graphics application is an application
2 related to an electronic game.

1 22. The medium of claim 20 further including instructions for acquiring the
2 performance data from a processor that is processing the graphics application and
3 from a graphics driver associated with the processing of the graphics application.

1 23. The medium of claim 20 wherein the performance data is related to zone
2 rendering associated with graphics data that the graphics application is processing.

1 24. The medium of claim 23 wherein the graphics data is related to one or more
2 three-dimensional objects.

1 25. An apparatus, comprising:
2 monitor logic linked to selective portions of a graphics application; and
3 monitor interface logic interfaced to the monitor logic and to a display
4 associated with the graphics application, wherein during execution of the graphics
5 application the monitor logic is invoked and dynamically inspects selective memory
6 contents associated with a processor and graphics driver and communicates the
7 contents to the monitor interface logic, the monitor interface logic presents the
8 contents within a graphical window of the display.

1 26. The apparatus of claim 25 wherein the graphic window is concurrently
2 updated and displayed as an overlay to one or more additional graphical windows
3 within the display which present graphical data associated with the processing
4 graphics application.

1 27. The apparatus of claim 25 wherein the monitor interface logic can suspend
2 or restart the processing of the monitor logic.

1 28. The apparatus of claim 25 wherein the monitor logic is configured to inspect
2 the selective memory contents during at least one of pre-defined intervals and
3 randomly generated intervals.